

City of Bethlehem, Pennsylvania
Historic and Architectural Review Board

APPLICATION FOR CERTIFICATE OF APPROPRIATENESS

Building address _____
Owner of building _____ Phone: _____
Owner's address _____
Applicant _____ Phone: _____
Applicant's address _____

Street and NumberCityStateZip Code

*Application form, photographs, and drawings (if necessary) must be submitted by **12:00 noon** on the last Wednesday of the month in order to be placed on the agenda for the next meeting.*

1. PHOTOGRAPHS - Photographs of your building and neighboring buildings **must accompany** your application.

2. TYPE OF WORK PROPOSED / DRAWINGS – Required drawings **must accompany** your application. Please submit ten (10) copies of blueprints. Only one (1) copy of 8-1/2 x 11 or 11 x 17 drawings are necessary.

- _____ Alteration, renovation, restoration (1/4 or 1/8"=1'0" scale drawings required IF walls or openings altered.)
- _____ New addition (1/4 or 1/8"=1'0" scale drawings: elevations, floor plans, site plan)
- _____ New building or structure (1/4 or 1/8"=1'0" scale drawings: elevations, floor plans, site plan)
- _____ Demolition, removal of building features
- _____ Sign (Scale drawing of sign and support bracket; photo of proposed sign location)

3. DESCRIPTION OF WORK – Check all that apply

- | | |
|--|--|
| _____ Paint (Color chips must be submitted with application) | _____ Trim and decorative woodwork |
| _____ Siding and Masonry | _____ Metal work |
| _____ Roofing, gutter and downspout | _____ Light fixtures |
| _____ Windows, doors, and associated hardware | _____ Sidewalks, curbs, paving |
| _____ Storm windows and storm doors | _____ Garages, Utility Sheds, Outbuildings |
| _____ Shutters and associated hardware | _____ Other _____ |
| _____ Skylights | |

4. DESCRIBE PROJECT – Briefly describe any work checked in #3 above. Include manufacturers' specifications, materials to be used, colors, and general appearance of desired results. Attach additional sheets as needed.

5. SIGNATURE _____ **DATE:** _____

